

System And Method For Object State Persistence

ABSTRACT OF THE DISCLOSURE

A computer-implemented method and system for persisting public and private object state data created within an object development environment. A node tree is generated whose nodes store the public and private object state data. The nodes of the node tree are used to generate nodes in an XML tree such that the nodes in the XML tree correspond to an XML tag structure. XML tags are generated based upon the nodes in the XML tree and are structured so as to persist the public and private object state data.

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